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PTO/SB/21 (08-03)

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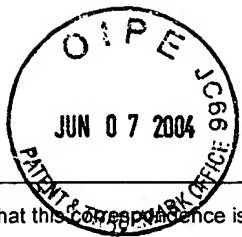
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TRANSMITTAL FORM (to be used for all correspondence after initial filing)	Application Number	10/826,641	
	Filing Date	April 15, 2004	
	First Named Inventor	Scott C. OLIVE	
	Art Unit	Not Yet Assigned	
	Examiner Name	Not Yet Assigned	
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ENCLOSURES (Check all that apply)		
<input checked="" type="checkbox"/> Transmittal Form (1 page)	<input type="checkbox"/> Drawing(s)	<input type="checkbox"/> After Allowance Communication to Group
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SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT	
Firm or Individual name	MORRISON & FOERSTER LLP (Customer No. 25226) E. Thomas Wheelock - 28,825
Signature	
Date	June 4, 2004

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Dated: June 4, 2004

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PATENT
Docket No. 273402005400
Client Ref. 117747

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In the application of:

Scott C. OLIVE

Serial No.: 10/826,641

Filing Date: April 25, 2004

For: MULTI-LINE GAMING MACHINE
WITH SINGLE WATER OPTION

Examiner: Not Yet Assigned

Group Art Unit: Not Yet Assigned

SUBMISSION OF CERTIFIED FOREIGN PRIORITY DOCUMENT

Mail Stop Amendment
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

The filing papers claimed priority under 35 U.S.C. §119 on the basis of Australian Patent Application Nos.2003901786, filed on April 15, 2003. Pursuant to 35 U.S.C. §119, a certified copy of said Australian patent applications is submitted herewith, thereby perfecting the priority claim.

- ☒ The issue fee has not become due for this application.
- ☐ The issue fee is due to be paid on _____.

☐ The issue fee was paid on _____ and a petition requesting entry of the priority documents accompanies this submission.

The Assistant Commissioner is hereby authorized to charge any additional fees under 37 C.F.R. §§ 1.16 and 1.17 that may be required by this submission, or to credit any overpayment, to **Deposit Account No. 03-1952.**

Dated: June 4, 2004

Respectfully submitted,

By: 

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Patent Office
Canberra

I, JULIE BILLINGSLEY, TEAM LEADER EXAMINATION SUPPORT AND SALES hereby certify that annexed is a true copy of the Provisional specification in connection with Application No. 2003901786 for a patent by ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LTD as filed on 15 April 2003.

WITNESS my hand this
Ninth day of April 2004

JULIE BILLINGSLEY
TEAM LEADER EXAMINATION
SUPPORT AND SALES

AUSTRALIA

Patents Act 1990

Aristocrat Technologies Australia Pty Ltd

PROVISIONAL SPECIFICATION

Invention Title:

Jackpot deluxe

The invention is described in the following statement:

Field of the Invention

This invention relates to a gaming machine. More particularly, the invention relates to a gaming machine and to an improvement to a game played on such a gaming machine.

5

Background to the Invention

Players who regularly play gaming machines quickly tire of particular games and therefore it is necessary for manufacturers of these machines to develop innovative game features which add interest to the games. In so doing, it is hoped to keep players
10 amused and therefore willing to continue playing the game as well as to attract new players.

Also, with the growth that has occurred in the gaming machine market, there is intense competition between manufacturers to supply various existing and new venues. When selecting a supplier of gaming machines, the operator of a venue will often pay
15 close attention to the popularity of various games with their patrons. Therefore, gaming machine manufacturers are keen to devise games and/or game features which are popular with the players as a mechanism for improving sales, retaining customers and attracting new customers.

One particular feature which has generated increased interest in gaming
20 machines is the provision of bonus games also known as feature games. These games are often provided as a series of "free" games which are triggered by the appearance of a particular indicia combination in the underlying game played on the gaming machine. However, for many bonus games, a player is required to make an ante-bet in order to be eligible to enter the bonus feature and this acts as a disincentive for players playing
25 bonus games. For example Australian patent No 11194/01 entitled "Gaming machine with eligibility for participation in features" is one such game which requires a player to make an ante-bet prior to participating in a bonus game. Australian application No 65501/00 "Gaming machine with buy feature games", discloses another gaming machine game which requires feature games to be bought by the player.

30 The requirement for players to buy bonus games also has the disadvantage that it may make the calculation of the probabilities of winning more complicated.

Any discussion of documents, acts, materials, devices, articles or the like which has been included in the present specification is solely for the purpose of providing a context for the present invention. It is not to be taken as an admission that any or all of
35 these matters form part of the prior art base or were common general knowledge in the

field relevant to the present invention as it existed before the priority date of each claim of this application.

Throughout this specification the word "comprise", or variations such as "comprises" or "comprising", will be understood to imply the inclusion of a stated
 5 element, integer or step, or group of elements, integers or steps, but not the exclusion of any other element, integer or step, or group of elements, integers or steps.

Summary of the Invention

In a first broad aspect, the present invention provides a gaming machine
 10 arranged to play a game in which a player wagers a single amount which provides eligibility to all elements of the game including eligibility to bonus features without choice of any other wagering options.

The present-invention provides two advantages over existing gaming machines. First of all, it is not necessary to weight the jackpot of the prize for different bet sizes
 15 since all initial bets are the same. Secondly it is possible to tailor the statistics of the game to the one allowed bet rather than to a large range of bet profiles, thereby directly appealing to the target player.

More specifically, according to a second aspect of the present invention, there is provided a gaming machine having a display means and a game control means arranged
 20 to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, characterised in that the player is constrained to wager a single amount on each play of the game which provides eligibility to all lines of the game and
 25 eligibility to bonus features without choice of other wagering options.

In a particular embodiment, there is provided a gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and,
 30 if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that a bonus game series distinct from the underlying game played on the machine may be triggered and in that the gaming machine allows a fixed amount to be wagered on each play of the game which provides eligibility to all lines of the game and eligibility to all bonus features and games offered without choice of other
 35 wagering options

According to a further aspect of the invention, there is provided a game to be played on a game playing apparatus, the game playing apparatus having a display means and being controlled by a game control means arranged to control images displayed on the display means, characterised in that in playing the game, the player is
 5 allowed to wager a single fixed amount only, but that single amount provides eligibility to all elements of the game and eligibility to at least one bonus feature wherein the game does not provide choice of any other wagering options.

A game playing apparatus includes apparatus which is connectable to a network.

In a particularly preferred embodiment of the present invention, the gaming
 10 machine has a midtrim characterised by a single start or spin button is defined on the midtrim.

The midtrim may also define "gamble" and "take win", "collect" "reserve" buttons or the like but no other buttons for either selecting the number of lines to be played or the amount of the wager on a game.

15 The gaming machine may be arranged to play a game in which there are multiple win lines.

Brief Description of the Drawings

The invention is now described by way of example with reference to the
 20 accompanying diagrammatic drawings in which:-

Figure 1 shows a perspective view of a gaming machine, in accordance with the invention;

Figure 2 shows a block diagram of a control circuit of the gaming machine;

Figure 3 shows a button panel of a midtrim of the gaming machine;

25 Figure 4 shows a screen display of the gaming machine;

Figure 5 shows the screen display at the end of the first feature game played;

Figure 6 shows the game after a first wild symbol prize has been revealed;

Figure 7 shows the screen display after a second wild symbol prize has been revealed;

30 Figure 8 illustrates a top box for the gaming machine; and

Figure 9 shows a flow chart of the first embodiment of the game.

Detailed Description of the Drawings

In Figure 1, reference numeral 10 generally designates a gaming machine,
 35 including a game, in accordance with the invention. The machine 10 includes a console 12 having a display means in the form of a video display unit 14 on which a

game 16 is played, in use. The video display unit 14 may be implemented as a cathode ray screen device, a liquid crystal display, a plasma screen, or the like. The game 16 is a spinning reel game which simulates the rotation of a number of spinning reels 18. A midtrim 20 of the machine 10 houses buttons including a start button 22 for enabling a
 5 player to play the game 16. The midtrim 20 also houses a credit input mechanism 24 including a coin input chute 24.1 and a bill collector 24.2.

The machine 10 includes a top box 26 on which artwork 28 is carried. The artwork 28 includes paytables, details of bonus awards, etc., described in more detail below.

10 A coin tray 30 is mounted beneath the console 12 for cash payouts from the machine 10.

Referring to Figure 2 of the drawings, a control means or control circuit 32 is illustrated. A program which implements the game and user interface is run on a processor 34 of the control circuit 32. The processor 34 forms part of a controller 36
 15 that drives the screen of the video display unit 14 and that receives input signals from sensors 38. The sensors 38 include sensors associated with the buttons and touch sensors mounted in the screen of the video display unit 14. The controller 36 also receives input pulses from the mechanism 24 to determine whether or not a player has provided sufficient credit to commence playing. The mechanism 24 may, instead of the
 20 coin input chute 24.1 or the bill collector 24.2, or in addition thereto, be a credit card reader (not shown) or any other type of validation device.

Finally, the controller 36 drives a payout mechanism 40 which, for example, may be a coin hopper for feeding coins to the coin tray 30 to make a pay out to a player when the player wishes to redeem his or her credit.

25 Referring to Figure 3 and also to Figure 1, in contrast with existing gaming machines, the midtrim 20 of the present invention does not include a bank of buttons for allowing a player to select the number of lines to be played and the bet per line. Instead, there is a single start/spin button 22. There is only one betting option. In the described embodiment that one bet option, costs 100 credits and plays multiple lines,
 30 each game consisting of twenty lines. Prizes are paid as shown on the score card ie. in contrast with existing gaming machines there is no multiplication of prizes by the bet per line. All games automatically contribute to and are eligible for the jackpot deluxe feature to be described in more detail below.

As best seen in Figure 3, as well as defining the single spin button, the midtrim
 35 also defines "gamble" 50, "take win" 52, "collect" 54, and "reserve" 56, buttons. In

playing the game, any gamble selections are made via touch screen buttons on the screen display 16 itself.

Figure 4 illustrates a screen display at the start of an underlying game played on the gaming machine. Amongst other indicia typically displayed on virtual reels of the gaming machine display such as "9", "10", KING, ACE, and JACK, the screen illustrates three SCATTER symbols "S" 60. All symbols in the game pay left to right except for the SCATTER symbol "S" which pays when the SCATTER symbols appear on any line in any position. The WILD or substitute symbol "W" 62 (shown in Figure 5) will substitute for all symbols except the SCATTER symbol and when substituting doubles the prize for the combination in which it substitutes.

In the commercial version of the game, the WILD and SCATTER symbols will relate to the theme of the underlying game. For example if the underlying game was Aristocrat's "Queen of the Nile" game then the SCATTER symbols might be PYRAMIDS and the WILD symbols, CLEOPATRAS.

The feature game is triggered on a 3, 4 or 5 scatter win. The features triggered are free games feature and jackpot deluxe feature. Figure 9 is a flow chart setting out the steps in the triggering of a free game feature.

In the free games feature, fifteen free games are won. All wins during the free game feature are tripled except for jackpot deluxe prizes and progressive meter amounts. If any scatter win occurs in the free game feature, a further fifteen additional free games are won. The total bet and lines played are the same as the game that started the feature.

The jackpot deluxe feature is as follows. Whenever the WILD symbol 62 appears anywhere in the window during the free game feature, all wins are first paid. The WILD symbols then flash until they are selected by the player by touching the WILD symbol on the screen. The selection can be made in any order. When the WILD symbol is touched an appropriate selection sound plays. The WILD symbol animates to reveal either a grand jackpot, major jackpot, minor jackpot, mini jackpot symbol or bonus credits of either 1000, 750, 500, 400, 300, 200 or 100 credits. The symbol revealed by the animation is determined by a probability table with each WILD symbol revealed using the same probability table.

For any bonus credits, wins are paid using the same methods as standard score card wins. Prizes are shown until the reel spin began. For jackpot symbols, the symbols revealed are collected and displayed on the gaming machine artwork shown in Figure 8 and on the screen. The number of symbols required to win each jackpot is as follows.

	GRAND:	1 GRAND symbols
	MAJOR:	2 MAJOR symbols
	MINOR:	3 MINOR symbols
5	MINI:	4 MINI symbols

The artwork includes a number of LEDs around the artwork to light up in the feature. Electroluminescence is used to light up jackpot symbols 29 in lines underneath headings MINI 29.1, MINOR 29.2, MAJOR 29.3 and GRAND 29.4, the number of
 10 LEDs in each line reflecting the number of symbols required to win, being one for GRAND, two for MAJOR, three for MINOR and four for MINI. Also shown is a ring of flashing lights 41 which light up when a jackpot is won.

When a jackpot is won, the jackpot symbols for that jackpot are cleared, therefore each jackpot can be won again during the free games. The jackpot symbols
 15 are cleared at the end of each feature.

During the free games, when the player is required to touch a WILD symbol, an automatic selection will occur after a ten second lapse if no selection is made. Selection is made left to right if there are multiple WILD symbols on the screen.

Figures 4 to 8 illustrate the playing of the game. Figure 4 illustrates the result of
 20 playing a game of the base or underlying game on the machine which results in three SCATTER symbols appearing on the screen display. As discussed above each game of the underlying game costs 100 credits and all twenty lines are automatically played. The SCATTER symbols trigger the fifteen free games feature and on the press of the start button 22, the free game feature commences.

25 Figure 5 illustrates the result of the first feature game played. The win for the row of 10s is paid first, doubled due to the presence of the WILD symbol and tripled as it occurs in a free game feature. Any other wins on the other win lines are also paid at this time. After all winning lines have been first paid, the WILD symbols 62 flash until they are selected by the player.

30 Figure 6 illustrates the example after a first WILD symbol 62a is revealed indicating that the player has won 100 credits.

Figure 7 illustrates the screen display after the player has touched a second WILD symbol 62b which reveals a GRAND jackpot prize which is automatically won as only one GRAND jackpot symbol is required to win the GRAND jackpot prize.

It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all
5 respects as illustrative and not restrictive.

Dated this fifteenth day of April 2003.

10

Aristocrat Technologies Australia Pty Ltd
Patent Attorneys for the Applicant:

F B RICE & CO

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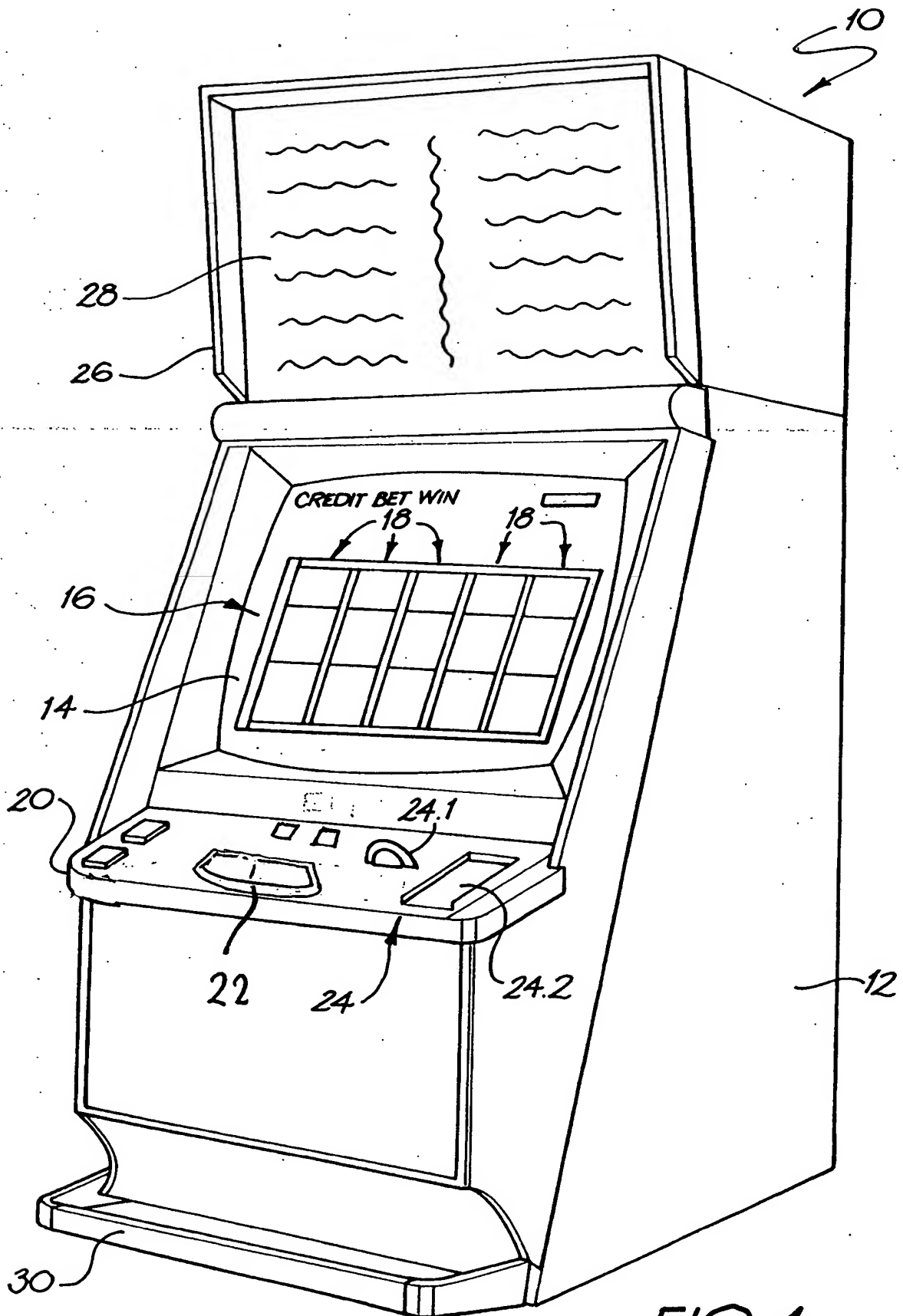


FIG. 1

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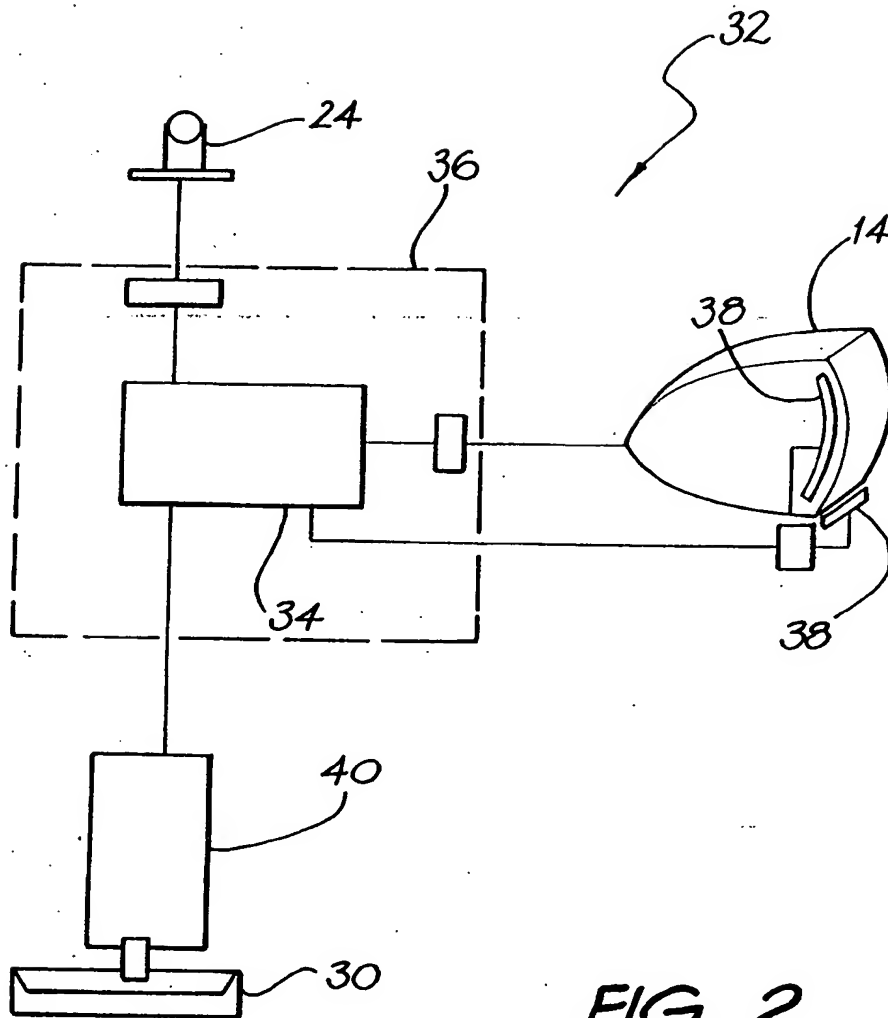
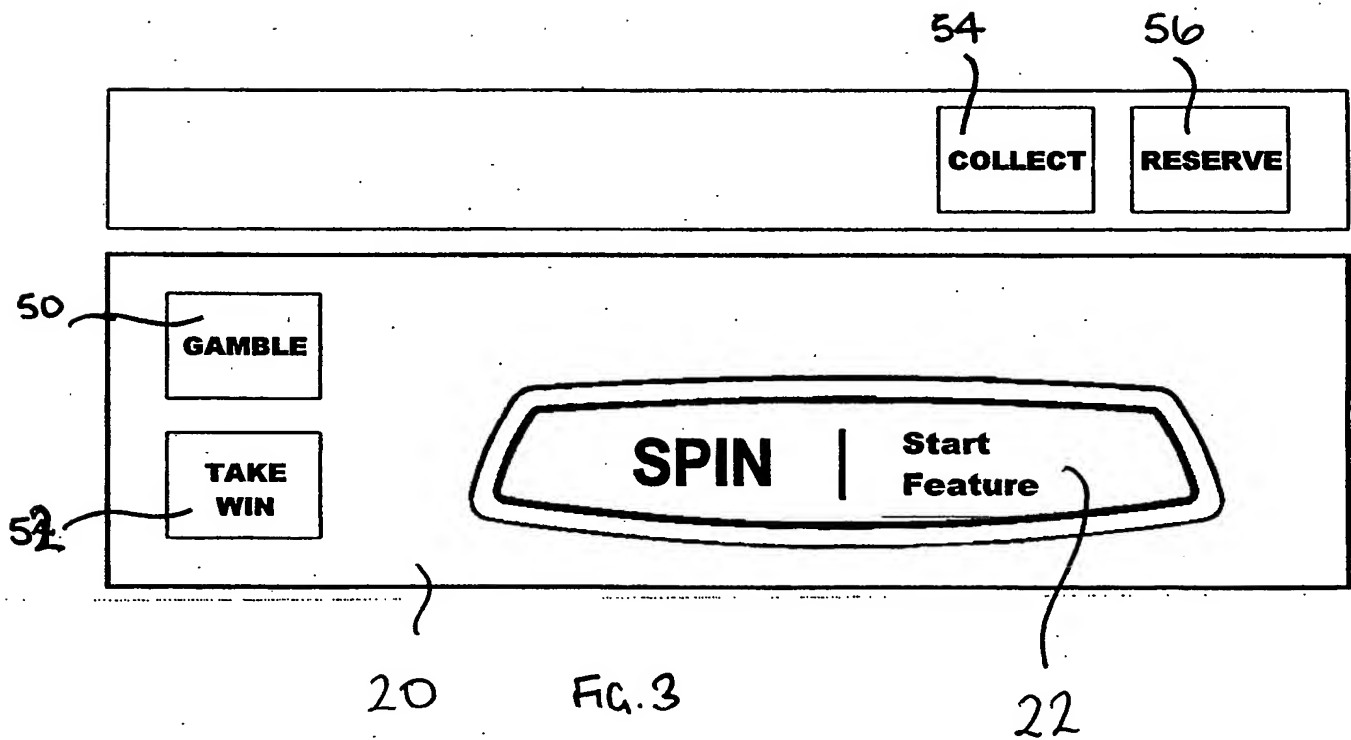


FIG. 2

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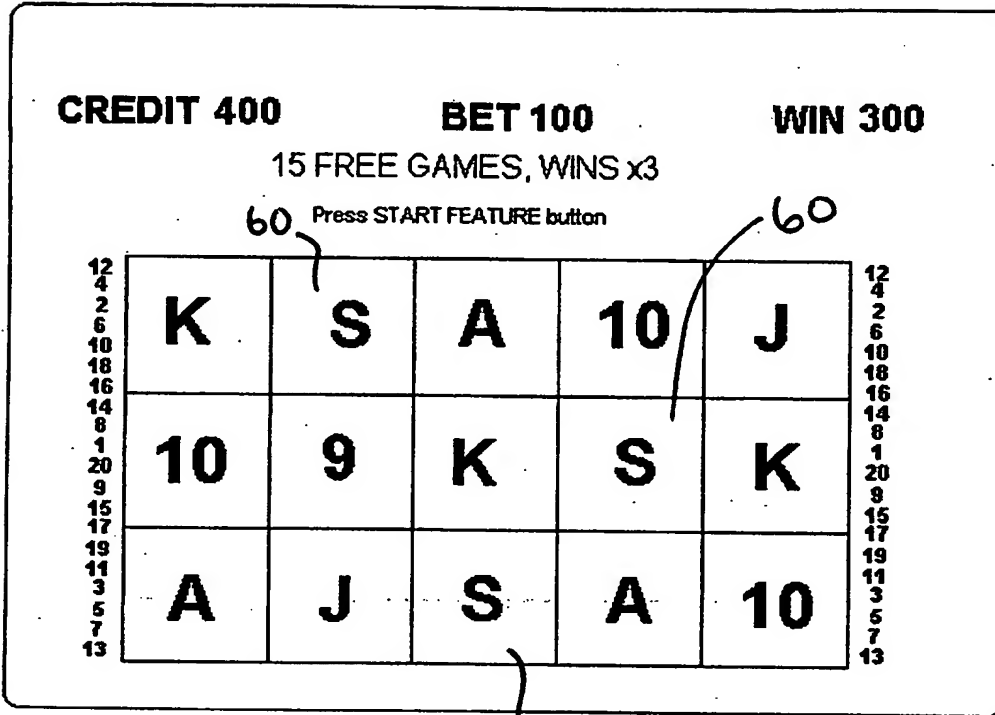


Fig. 4

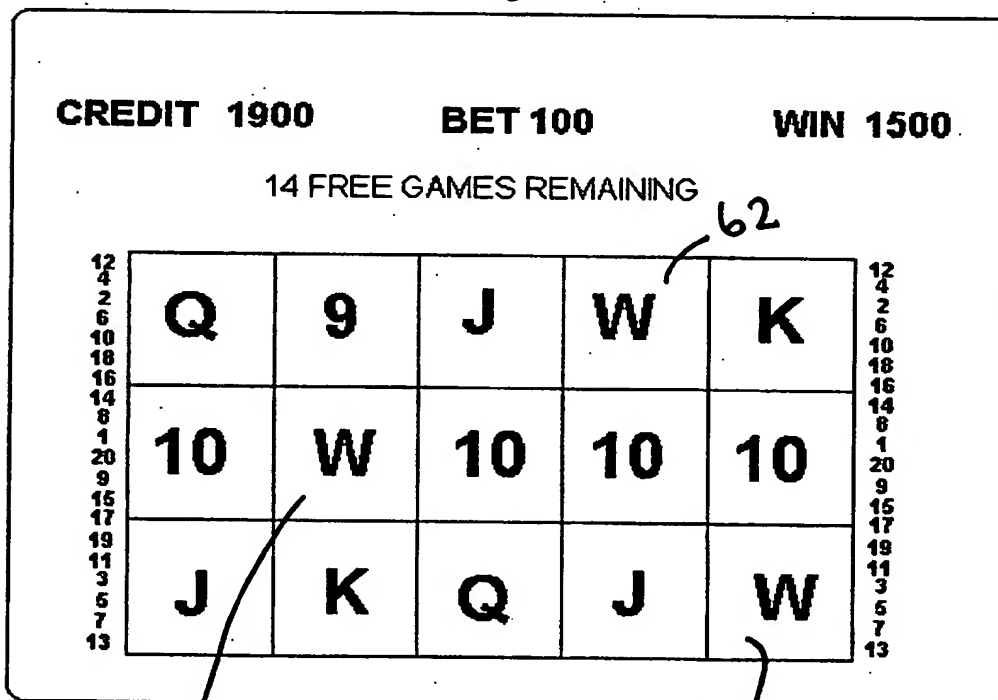
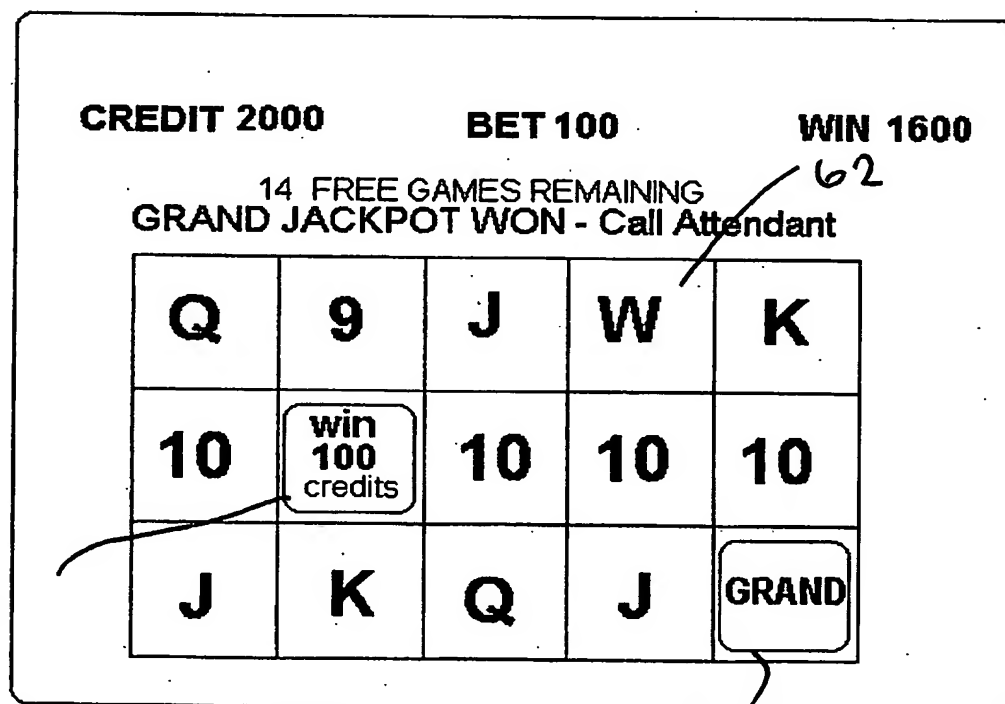
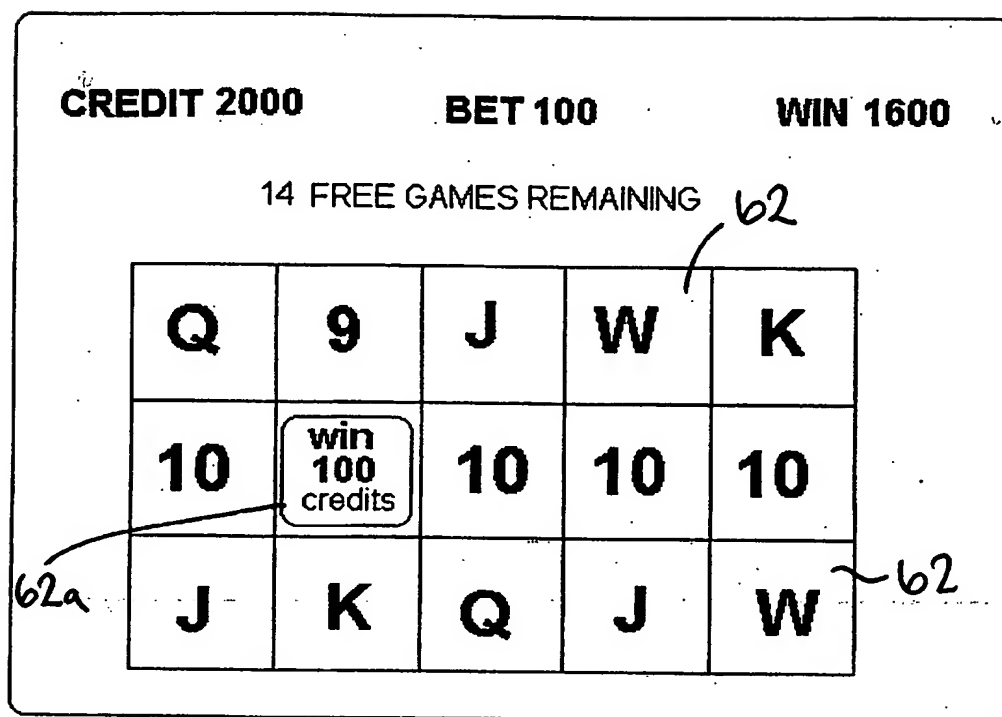


Fig. 5

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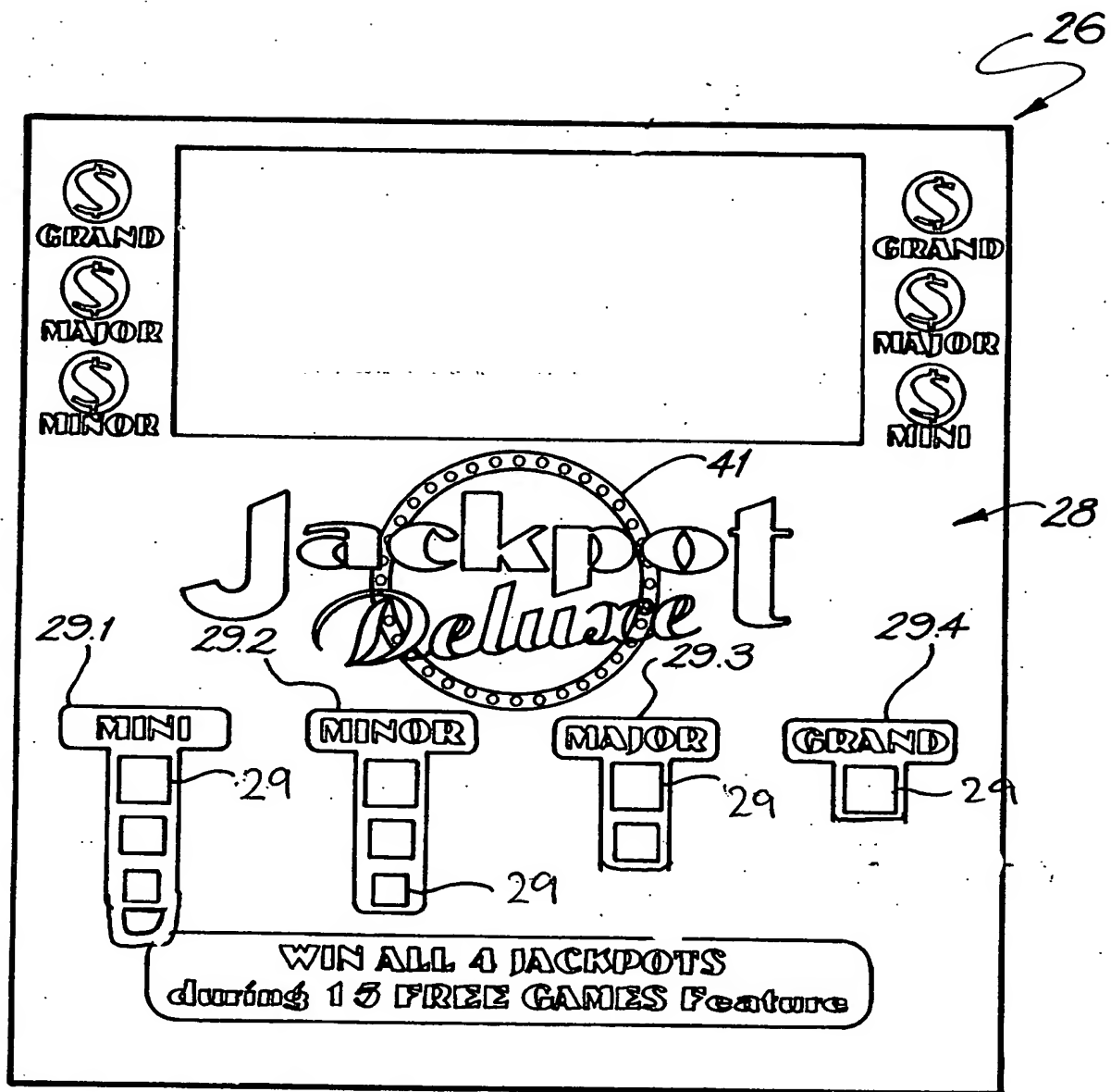


FIG. 8

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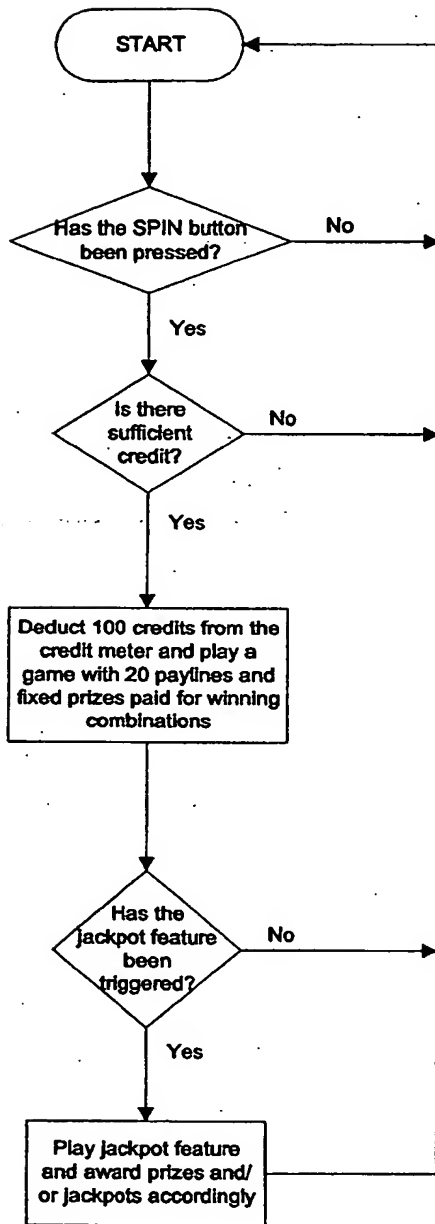


Fig. 9